

Vosgmark

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Vosgmark, formerly known as **Vosgor March**, is a small kingdom located northeast of Kaedwen in the [Far North](#). Between [Vespaden](#) and the sub-region of the Upper March, [Hertch](#). Once part of the frontier march system used by Kaedwen to expand its borders, the territory gained independence in 1130. The separation followed a sharp rise in taxation imposed after King Dagread relocated the royal capital from Ban Ard to Ard Carraigh. Believing the distant marches to be rich in resources, the crown shifted much of the financial burden onto them, which ultimately provoked rebellion. While most of the distant marches were eventually subdued, one refused to bend the knee — the future Vosgmark.

The margrave of the time — Vosgor, from whom both the march and later the kingdom would take their name — led the uprising and continued the resistance even after the other marches submitted. After a brutal conflict that lasted three decades (1130–1160), the region secured its independence. However, the prolonged war, together with external sanctions and other pressures, left the nascent country economically weakened and

Vosgmark



General information

Status Kingdom

Ruler Vosgor Dynasty

Societal information

Official Language Nordlingaen

Demonym Vosgmartian

Religion Nordling Religion

trapped in relative poverty well into the 13th century.

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Borders and Location

Vosgmark lies midway between Hertch and the Duchy of Vespaden, both territories belonging to Kaedwen. It is a landlocked country, aside from the small salt lake known as the Sea of the Lost. This geographical reality contributed to the length of its war of independence, as the area provided a fast aqua-terrestrial route toward the ducal capital. More precisely, it is situated in the region that separates the Dragon Mountains from the Blue Mountains, relatively close to Kaer Morhen. Because of the kingdom's long-standing poverty, a notable number of [witchers](#) from the [School of the Wolf](#) originated from this land.

Accordingly, its borders are defined by Kaedwen to the west, the non-human

reserves of the Blue Mountains to the south, the Dragon Mountains to the north, and the frozen wastes of the Far North to the east.

Geography

The geography of Vosgmark can be described as that of a deep semi-basin, surrounded by mountains on nearly all sides except for the area that opens toward the frozen wastes. This formation is believed to originate from the impact site of a meteorite in ancient times, probably the one mentioned in Aen Ghele legends. The most prominent of these mountains is Mount Humbria, which survived — though not without significant alteration — the celestial impact. It is thought that the mountain may have partially slowed the object, as the meteorite did not strike directly but instead dragged across the terrain before coming to rest.

History

Pre-human times

The kingdom was once one of the many realms founded by the Snow Elves, the [Aen Ghele](#) — the *People of the Glacier* — known to them as An Aine (Elder Speech: *Little Light*). Prior to the elves, no race had chosen to establish permanent settlements there, except for [dwarves](#) and [gnomes](#) who arrived in search of mineral resources and maintained only temporary encampments. The region was otherwise inhabited mainly by the typical fauna of the Far North, along with several species native to the area.

Elven Times

According to the legends of the Aen Ghele who founded the previous country that paved the way to Vosgmark, they were fleeing the strict elven kingdoms of the Far North when they witnessed a blue comet crossing the sky. Taking it as a favorable omen, they decided to follow it. The comet ultimately proved to be a meteorite, which impacted in what is now Vosgmark and was quickly discovered by them. Struck by the intense blue glow with which it shone, they interpreted it as a divine sign that it was time to stop and settle there. They named their new home An Aine, or *Little Light*, in honor of the celestial object that seemed to have

granted them a new land.

The Human Conquest and the Birth of the March

The situation remained relatively stable until the arrival of the Nordlings in the 760s and their subsequent expansion. The elven realm would not fall until the 12th century, with the only destabilizing changes consisting of the periodic reception of refugees among their Aen Seidhe cousins — whether fleeing internal conflicts, clashes with other non-human races, or wars with humans — as well as the growing pressure exerted by an increasingly powerful Kaedwen. For a time, these tensions were appeased through tributes and offerings, until such measures proved insufficient.

Kaedwen's expansionist ambitions ultimately prevailed, and in 1112 a large-scale invasion was launched. By 1114 the kingdom had been conquered and transformed into one of Kaedwen's frontier marches. The territory was granted to the baronial house of Kestheryt-Trenossog, more specifically to its youngest son, Vosgor Cres Kestheryt-Trenossog, in recognition of his bravery during the conquest of An Aine and, more importantly, for committing regicide against its monarch, Nieninquion of House Ercassener, while the latter attempted to flee northward with his daughters toward other Aen Ghele kingdoms for safety.

Following the conquest, Vosgor and his closest retainers established their capital in the city of An Aine, from which the kingdom would later derive its name, allowing the original elven toponym to endure. In an effort to stabilize the region, Vosgor and his companions took the daughters of Nieninquion as wives, while many soldiers followed suit by marrying locals outside the nobility. At that time pragmatism prevailed over the typical Nordling discriminatory mindset, transforming what would become Vosgmark into one of the areas with the highest half-elven populations along the western coast.

The Rebellion of the Lesser Lords

In 1130, the so-called Lesser Lords' Rebellion broke out in Kaedwen when, as previously mentioned, King Dagread relocated the capital from Ban Ard to Ard Carraigh and chose to finance the extensive structural costs through a significant tax increase imposed upon the margraves of the most distant marches. The crown assumed that, because these frontier territories lay along the expanding borders of the country — many of them in lands still considered *terra incognita* —

they possessed greater access to resources than the kingdom's core regions.

However, this assumption proved false. In many marches poverty prevailed, as the technology of the time prevented the proper exploitation of local resources; in others, hardship stemmed simply from their harsh geographical conditions. The resulting popular unrest soon affected their rulers, who found themselves unable to meet the king's demands while also facing mounting pressure from their own inhabitants. Seeking a way out, several margraves turned to open rebellion in pursuit of independence, inevitably igniting conflict.

Fortunately for Dagread, the rebellion was swiftly contained. The marches failed to unite into a single alliance, and their comparatively small military forces — though better equipped due to their frontier nature — could not match the strength of Kaedwen's army. Over the course of two years, each rebel territory fell one by one, save for two final holdouts. The penultimate was Vespaden, which, after intense negotiations and a partially stalled campaign, was granted ducal status in exchange for its reintegration into Kaedwen. The last was Vosgmark.

Vosgmark continued to resist with remarkable tenacity under the military genius of its ruler, Vosgor, who combined superior frontier equipment with effective guerrilla tactics. His resistance marked the beginning of the Vosgmartian War of Independence, a conflict that would last three decades. Vosgor himself would die before witnessing its end; it was his son, Zarnallat Vosgor, newly ascended to the throne, who ultimately negotiated a truce once the war had drained both sides of resources and showed no sign of ending soon. Through this agreement, Vosgmark secured its independence — though, as previously noted, at a heavy cost, with its ruler considered a brigand by many and its fragile economy and small territory leaving the young kingdom perpetually vulnerable to renewed Kaedweni ambitions.

The truce endured until the early 14th century, when, following the War of the Two Unicorns, the new monarch of Kaedwen formally recognized Vosgmark as an independent state. It thus became the last of the Northern Kingdoms to do so, as the others had already acknowledged its de facto independence earlier, motivated in part by their own rivalries — direct or indirect — with Kaedwen.

More Struggle than Glory

The remainder of the 12th century, once the war had ended, passed with more

hardship than triumph. A similar pattern continued into the following century, largely due to sanctions imposed by Kaedwen and other external pressures, including acts of sabotage carried out by its intelligence service. As a result, the kingdom remained impoverished well into the 1290s.

However, a more hopeful horizon began to emerge from the 1230s onward, when other Northern realms gradually started to turn a blind eye to Kaedwen's sanctions. This shift was driven in part by the discovery of rich coal deposits during that period, which made Vosgmark economically relevant, and by the fact that sabotage operations were increasingly abandoned as greater concerns arose — most notably the three Northern Wars.

The Lost Expeditions

Driven by fears of a potential Kaedweni invasion at any moment, in the 1210s King Jagen Vosgor commissioned the famed Redanian explorer Buyvid Backhuysen to search for lands beyond the Sea of the Lost that Vosgmark could colonize, thereby strengthening itself in the event of war. Unfortunately, after Buyvid crossed the lake, he was never seen again. This disappearance led to two further expeditions: one in the 1220s, led by the local Eloward Gartnait in search of Buyvid, and another in the 1230s commanded by Kirbyjon Loj, who set out to find the previous two. Like Buyvid's journey, neither expedition ever returned.

These vanishings ultimately gave the lake its most famous name — the Sea of the Lost — as it had previously been known as the Salted Well. They also prompted the creation of the Vosgmartian Intelligence Service, after Jagen exhausted nearly the entire royal treasury hiring the finest agents from intelligence networks across the North to build, train, and develop his own.

The Twin Strikes

In 1231, instability — albeit briefly — reached Vosgmark when Prince Melvin, eldest son of King Magrawin, traveled to the dwarven country of Mahakam and discovered a massive block of crystal said to contain an enchanted princess.

After persuading the dwarves to relinquish it, Melvin transported the crystal to someone capable of breaking the spell. Having paid a handsome fee to the Nilfgaardian mage [Ireneus var Steingard](#), the enchantment was reversed, revealing that the figure within was indeed a princess. Soon after, Melvin brought her to his father's kingdom with the intention of marrying her.

Unfortunately for the naïve prince, the young woman was none other than Renfri (1213–1245), already infamous despite being only eighteen years old.

Upon her arrival, Melvin's father — having heard of the Shrike and her notorious plundering — interrogated her alongside his eldest son. This proved to be a grave mistake. By the following day, Renfri had manipulated Melvin into seizing power: his parents and siblings were slain, and the newly crowned ruler took the former princess of Creyden and bandit as his favorite.

Her position, however, did not last long. Shortly thereafter, a coup d'état led by Melvin's cousin, Olun Vosgor, overthrew the regime. Renfri, stripped of influence — both for her actions in Vosgmark and for her earlier crimes elsewhere — abandoned the kingdom soon after.

The Discovery of Platinum and Kryobelitium

In the late 13th century, during the 1290s, the dwarven mining foreman Shromnomneb Falrar discovered two rich deposits of platinum and kryobelitium within the kingdom. This finding ultimately lifted Vosgmark out of poverty after both mines were nationalized. It also helped preserve the country's independence when the newfound wealth — much like Kovir in earlier times — allowed the crown to hire mercenaries (in Vosgmark's case, tundra barbarians) to defend the country against an attempted annexation by Radovid V's "*Redanian Empire*" during the era known as the Iron Judgment.

In this way, history did not repeat itself, but it certainly rhymed, echoing how Kovir had once secured its own independence from Redania through newly acquired wealth.

The Most Comfortable Refuge

The modest presence of the cult of the Eternal Fire in Kovir, together with the reputational consequences left by the Witch Hunts across much of the North (1272–1276), and the fact that Kovir controlled roughly 80% of the world's gold reserves — which limited any significant increase in its value due to proximity — led many of the most important banks to relocate their central headquarters to Vosgmark during the 14th century, more specifically between the 1340s and the 1360s.

Thanks to the influence and pressure of these institutions, the kingdom maintained a position of neutrality in later conflicts and entered its greatest

period of prosperity, though it never rose to become a major economic, cultural, or military power.

Prior to the banks' relocation, the country had already experienced a significant influx of Kaedweni refugees during the civil war of its southern neighbor known as the War of the Two Unicorns (1309–1318). This migration paved the way for the later financial shift, as the state was forced to improve national infrastructure and reform its legal framework in order to properly integrate the newcomers.

Government and Administrative Division

The system of government in Vosgmark is a hereditary feudal monarchy, much like many other Nordling nations, though with certain absolutist tendencies present in specific aspects of rule. The country is divided into two triads — originally three key defensive points established during the war of independence against Kaedwen, which eventually expanded to encompass regions in it. These regions are further subdivided into denominations, which in turn include major sections, ultimately ending in minor sections — the equivalent of small to mid-sized territorial areas formed by clusters of relatively nearby settlements.

Coat of Arms

The region that is now known as Vosgmark has borne two coats of arms throughout its history. The first belonged to the elven kingdom of An Aine and depicted a white falling star descending toward an unseen point beneath an ice-blue field. Following the human conquest, and as a way to symbolize union with the former elven royal house — thereby reinforcing a sense of continuity — the march (and later the kingdom) adopted a nearly identical coat of arms. The only significant alteration was the comet's color and position, changed to a soft violet set beneath a raging storm. According to tradition, this storm was considered a divine sign from Kreve, the god of tempests, for shortly after the human army witnessed the comet, a violent storm broke out and ultimately favored them during the final battle of the conquest.

In Blazon language, the human coat of arms would be described as follows: *Bleu céleste, a comet falling head downwards Purpure; on a chief of storm clouds proper, three thunderbolts Or issuant downwards.*

Climate

The climate of Vosgmark is cold, yet livable, largely thanks to the moderating influence of the Sea of the Lost. Days remain short throughout the year, as do the nights, while winters are long, lasting roughly until mid-April. There is no true summer; instead, it blends almost entirely with spring due to the late end of winter, which then transitions directly into autumn — the shortest season of the year. Temperatures generally range from around 16°C in spring (already considered warm by locals) to approximately −12°C in winter, as the Sea of the Lost is not large enough to offset the harsher cold any further.

Culture

Art

Art in Vosgmark develops in a manner similar to the rest of the Northern Kingdoms, with one notable difference: because the country's architecture tends to be small in scale, literature and music are favored over other artistic forms. A particularly popular tradition is a fully musicalized style of theatre performed by bardic troupes to recount stories. Unlike opera or conventional musicals, these performances contain no spoken dialogue or pauses for conversation; instead, they consist entirely of a continuous repertoire of songs which, taken together, narrate a single extended tale.

Architecture

Vosgmark is a cold land, and its architecture reflects that reality, characterized by thick walls, short — almost flat — roofs, and small-sized buildings, all designed to retain heat for as long as possible. While it is true that the kingdom endured long periods of economic hardship, these practical architectural choices also reinforced the foreign perception of poverty.

One notable example is the royal palace, which — at least in its human-built sections, as it was a partial reconstruction of the older Ghele palace that lay partly underground — is described as being the size of a barn.

Age of Majority

The age of majority in Vosgmark is officially set at eighteen, similar to Kaedwen. However, due to local customs and mentality, it may vary depending on the region, ranging in practice from fourteen to eighteen years of age, subject to the judgment of parents or legal guardians. Prince Melvin, for instance, was fourteen when he was manipulated by Renfri, yet was already regarded as having reached adulthood at that time.

Customs

Vosgmark shares many of its customs with Kaedwen due to its origins. However, since gaining independence, certain traditions from 12th-century Kaedwen — unlike in the southern neighboring kingdom — have not disappeared. The early pragmatic integration with the Aen Ghele also left a lasting mark, and many of their traditions endured, albeit reinterpreted through a human perspective, which inevitably led to significant divergence from their original forms. One of the most notable aspects in this regard is the prominence of mages, whose influence is even greater than in the rest of the North — which is saying a great deal.

In addition to these elements, another more recent tradition stands out: the international chivalric tournaments established by Vosgor to improve the kingdom's reputation and help lift it out of poverty. This custom endured long after his death. The most famous of these is the tournament of Yr Aduniad (Elder Speech: *The Gathering*), supposedly first proposed by Vosgor's wife as a national tournament meant to calm tensions whenever internal unrest arose, but later internationalized by the monarch and held in the city that would eventually be founded under the same name.

Finally, and somewhat ironically — given the large half-elven population — the Nordling custom of discriminating against non-humans also persists, including the creation of restrictive laws and, regrettably, segregated ghettos.

Discrimination

Discrimination in Vosgmark largely follows the common patterns found throughout the Northern Kingdoms, meaning it is primarily directed toward non-humans. However, one notable difference exists as a consequence of the long war of independence and its aftermath: a strong current of xenophobia. Its intensity varies depending on the foreign country in question and the historical

relationship it has had with Vosgmark. Unsurprisingly, the most pronounced hostility is directed toward Kaedwen, a sentiment that persists even after relations stabilized, with many Vosgmartians still viewing Kaedwenis as “*southern barbarians*” incapable of being satisfied with their own borders.

Education

Education in Vosgmark presents certain differences compared to the rest of the Northern Kingdoms. While it remains largely dominated by the upper classes, some trades are considerably more accessible, as guilds have established specialized schools to train workers in specific professions. The most notable example is mining, a direct result of the dwarven presence in the country. This has indirectly led to a relatively high literacy rate in Vosgmark compared to countries of the North, since guild activities often require individuals to possess at least basic reading and writing skills.

Gastronomy

Vosgmartian cuisine, in contrast to its architecture, is defined by large, hearty dishes rich in fats and carbohydrates, designed to provide sustained energy throughout the day. For this reason, the traditional pattern of five daily meals is not followed in Vosgmark; instead, people typically eat two main meals — breakfast and dinner — with a brief stop for a quick snack in the middle of the afternoon. The high altitude of the region also influences local tastes, making certain flavors more common than in other parts of the North where they are less frequently consumed.

Justice

Justice in Vosgmark is simple, flexible, and primarily retributive in nature. In practice, this means that punishments are designed to mirror or compensate for the crime committed. For example, theft does not result in imprisonment but in being compelled to produce for the state an amount exceeding what was stolen as restitution. Desertion from the army is punished by assignment to the front lines, while slander may be answered by a sentence that allows the offended party to return the insult in kind, and so on.

In extreme cases, however, individuals may appeal to trial by combat or trial by deed. The latter, as its name suggests, consists of accomplishing a feat of such

magnitude that the crime is considered absolved automatically.

Life Expectancy

Life expectancy in Vosgmark is slightly higher than the average across the Northern Kingdoms, reaching around ninety-five years compared to the usual eighty. The origin of this unusual longevity remains unknown; some scholars theorize that it may be a lingering trait inherited from the Ghele lineage present among the people of the region.

Magic

As in the rest of the North, magic in Vosgmark remains primarily the domain of mages and is taught in specialized academies. One might assume that, given its proximity to Kaedwen, Vosgmartians with magical talent — particularly men — would traditionally study in Ban Ard, but this was not entirely the case.

Due to the costly war of independence and the difficult conditions that followed, Vosgmartians studied magic for many years at national academy, Nysa, a coeducational institution that became one of the many minor magical academies of the Northern Kingdoms, comparable to Arcadia in [Lyria & Rivia](#).

It was not until the early 14th century, following the reception of Kaedweni refugees, that this situation changed. The act of solidarity significantly improved relations between the two states, allowing Vosgmartian men to enroll in Ban Ard. As a result, Nysa was reformed into a women-only academy, since — despite the kingdom no longer being impoverished — the cost of sending women to study at [Aretuza](#) remained prohibitively high.

Mentality

Vosgmartians are often described as proud, reserved, and deeply patriotic — though not to the point of fanaticism, as they have consistently shown an ability to adopt worthwhile foreign ideas and reshape them in their own way. They are known for rejecting fleeting glory and instead focusing on building a lasting legacy. They also value a form of pragmatic honor (not to be mistaken for a lack of honor).

In addition, they are regarded as compassionate and hospitable people, albeit somewhat distant unless strong trust has been established, often presenting a

layer of emotional coldness within that compassion and hospitality — something foreigners tend to notice quickly. Socially, they display a mindset sometimes characterized as anarchic-egoist despite maintaining their own state. Many Vosgmartians interpret their own laws with notable flexibility, a trait especially common among the nobility and the inhabitants of the kingdom's frontier regions.

Religion

As in the rest of the Nordling countries, the decentralized [Nordling faith](#) is practiced in Vosgmark. A particular emphasis is placed on the deity known as Marzanna, or *The Cruel Lady*, described by many foreigners as a fusion between the widely revered Melitele, the Cintrian [Morrigan](#), the islander Freya, and the mythical Winter Queen worshipped by the Aen Ghele and referenced by other elven groups.

One of the most popular traditions associated with Marzanna appears during knightly tournaments, where the victor is crowned *Guardian of Endurance*, and the lady for whom he swore his oath is named *Queen of Everlasting Beauty*. It should be noted that, despite full legal equality, biological differences between men and women prevent women from participating in jousts. Instead, they take part in a roughly equivalent tradition — one in which men themselves cannot compete — known as the Tournaments of the Twelve Crowns (each crown corresponding to a different month of the year). These contests are fought by the garranisu, the Vosgmartian counterpart to the lady knights found elsewhere in the North.

Social Structure

Vosgmark follows the same feudal, pyramidal social structure found across most Northern Kingdoms, divided into distinct estates. The main difference compared to other Nordling countries is that, where the clergy would traditionally stand within the hierarchy, the merchant class occupies that position instead. This stems from the kingdom's strong reliance on imports, which has made merchants a central pillar of national stability and prosperity.

Women's Rights and Sexual Minorities

Thirty years of war for independence left a deep mark on Vosgmark. The

prolonged need for soldiers led to women being incorporated into the army, a change that eventually evolved into full legal equality by the 13th century. Unfortunately, the same lengthy conflict and the constant demand for new troops also fostered a deeply conservative mindset regarding sexual orientations. As a result, non-heteronormative identities came to be persecuted within the kingdom. Even mages — despite their presence in positions of power — were not exempt, and on several occasions faced witch hunts after their orientation became known. In fact, the first institutionalized witch hunts occurred in Vosgmark, an irony considering the kingdom's later reputation in the 14th century as a refuge for banks.

Demography

As a relatively small country, Vosgmark is sparsely populated, with an estimated population of around 30,000–40,000 inhabitants. Approximately 90% are humans of Nordling origin, 5% are humans from other Far Northern groups, and the remaining 5% consist of non-humans — either fully non-human individuals or mixed-heritage elves of Aen Ghele and Aen Seidhe descent alongside humans. Population density is nevertheless considered high, as most inhabitants are concentrated within the few cities the kingdom possesses.

People

There is little difference between the average Nordling from other regions and a Vosgmartian. The main distinctions stem from their Ghele heritage: they tend to withstand cold climates better, often possess slightly paler complexions, and are commonly described as having refined and pleasant features (though not the near-perfect aesthetics attributed to elves).

Within the population, uncommon hair and eye colors typically associated with elven ancestry — such as shades of orange, purple, pink, and others — appear more frequently than in most neighboring countries. In the case of hair, these traits usually manifest not as a full coloration but rather as a single streak of an unusual hue set within otherwise typical human hair colors.

Examples of Vosgmartian Names

Vosgmartian naming conventions function in a manner similar to those of the

wider Northern Kingdoms, with one notable exception. The surname is not a family name in the traditional sense, but rather an inherited given name. Unlike the patronymic structures found in Skellige, which rely on specific suffixes, Vosgmartian surnames are ordinary personal names that have come to serve as hereditary identifiers (or multiple names in the case of the nobility). The most notable example is Vosgor, which evolved from the name of the founder into the dynastic surname of the ruling house — the Vosgor dynasty, also known as the Dynasty of the Comet.

Male Names

Abass, Abdelio, Abdelith, Adelgar, Addidas, Adiman, Adriatte, Adriell, Adtzer, Aician, Aimerik, Airic, Airline, Algert, Alkaio, Almonzo, Aloyse, Alyster, Andwyn, Angus, Anuuk, Arkéu, Arthello, Aryc, Aryk, Astile, Atarino, Awsten, Ax, Axxl, Azuelo, Baenar, Bascian, Barielo, Bek, Benry, Bodin, Bookyr, Bregis, Bridei, Brudus, Bogislaw, Cador, Caelob, Canutulachama, Causantín, Cedozar, Cinioch, Cilver, Cyler, Daevon, Daoirí, Dornal, Drasco, Drostan, Dümäs, Eiran, Elgar, Eloward, Ett, Evewar, Frank, Frodar, Galthorn, Gartnait, Gaten, Gneomar, Gittan, Gweld, Gwid, Haldun, Heinu, Hemminks, Hunda, Invgar, Irvig, Ixaac, Jaedar, Jagan, Jagen, Jaryt, Jaxun, Jamper, Jaromar, Jerrodd, Jevann, Jhostynxon, Jormun, Jondi, Jopaul, Kaedyen, Kargan, Kirbyon, Kirbyjon, Kirio, Knoel, Klos, Korvak, Krirna, Leighon, Lhiam, Loj, Lorcan, Maeldon, Magrawin, Maron, Melvin, Menma, Mikaelin, Natéo, Nehhtonn, Nicotye, Niklot, Norick, Norwig, Nuckes, Olun, Ôns, Onuist, Ovrimid, Peldor, Predimir, Roldan, Serlapo, Sclaomir, Shernel, Shromnomneb, Skarder, Staryl, Sture, Susur, Talorc, Tore, Torfinn, Ulveng, Ultus, Uradech, Uuen, Uurad, Uurguist, Vaegel, Vimarr, Vipoig, Voltehre, Wartislaw, Wizlaw, Zarnallat, Zuzo.

Female Names

Aalonika, Aalyxx, Aamber, Aanole, Arielle, Abalina, Abarrane, Abbillyne, Abirose, Ablyn, Adaer, Adamline, Adelén, Adovarnyzzar, Aedre, Aeneasina, Aeralyn, Aeriwenha, Aesta, Agathia, Aglaie, Ainslei, Airicka, Airwrecka, Aisleyne, Ajatsa, Akadsa, Akasma, Akzhannataliya, Alauda, Alaythea, Albantine, Alecyn, Alekia, Alesyn, Alexabeth, Alfride, Alfriede, Algiane, Alicyanna, Alieonni, Allenora, Alliciya, Allizon, Althornia, Aluanna, Alyxzandra, Amariza, Amayomi, Ameleah, Ameliaranne, Amybel, Analexa, Anasazi, Anavae, Andallasya, Andrewnetta, Angailica, Anivia, Annakyn, Annekka, Anodyne, Antwalette, Arbnora, Araminta, Arnna, Aryll, Ashurina, Astrellaz, Auraia, Avaliese, Azrhiana, Banira, Baylye,

Beccalyn, Beliana, Berylla, Billiana, Blaykleigh, Bobijo, Braielle, Brecquel, Brinia, Brittanyann, Brucella, Burnu, Canisia, Casbera, Cassandra, Catori, Charlica, Ciette, Claresca, Coniya, Cristyl, Culsei, Daia, Dalyssa, Dawnice, Dea, Demii, Dolester, Dryana, Dyne, Eglena, Ekleshia, Elladene, Ellyss, Emella, Emorri, Eneri, Erianthe, Esthera, Evalisse, Exxie, Felika, Ganice.

Gender-neutral Names

Aadal, Alhué, Alihuén, Aliwen, Aluhé, Allium, Allsy, Antú, Antü, Aouie, Arys, Ashiero, Ashtynne, Avahe, Ayrien, Ayún, Calfú, Cotie, Ciel, Dees, Deyvyon, Doorke, Bachulis, Brante, Bogdata, Bowynn, Eldwyth, Enakai, Eyela, Gerrie, Giannai, Gy, Hael, Huenú, Hyker, Ikelyn, Imake, Jayquin, Jhorden, Jismar, Joske, Kallfü, Keann, Kairo, Knoa, Kla, Lé, Leahcim, Luss, Lynix, Manzie, Martique, Mekiah, Merjarel, Mistral, Millarai, Mullai, Nahuell, Nemunas, Paine, Painé, Piuqué, Piwke, Orizza, Ostrid, Raddix, Relmu, Rykona, San, Saiguen, Starlette, Tahiel, Tehuel, Tien, Vexen, Wenu, Welza, Xexe, Yerimen, Zarren, Zyn.

Economy

The economy of Vosgmark is centered primarily on mining, and to a lesser extent on the service sector whenever the Royal House organizes international-scale events. Agriculture and livestock farming remain largely subsistence-based, as the land itself is poor. The country historically exported mainly mineral coal to the rest of the North — a resource essential for many industries — which, despite its poverty, granted Vosgmark the status of a “*necessary evil*” among the Northern Kingdoms. This economic role helped deter invasions from neighboring Kaedwen after independence, as annexation would have increased labor costs tied to coal extraction.

In addition to coal, platinum and kryobelitium deposits were discovered toward the end of the 13th century, along with smaller quantities of other metals. These resources eventually became the kingdom’s primary exports, relegating coal to a modest — though still valuable — third place.

Only by the late 14th century, following several sociopolitical changes, did the kingdom’s economy begin to shift toward a more service-oriented model.

Regarding trade, Vosgmark’s principal partner for a long period was the Hengfors League, later followed by neighboring Kaedwen once relations stabilized. Its

imports largely consist of materials that the kingdom itself lacks domestically.

As a curious detail, due to the low value of its currency and its proximity to Kaer Morhen, witchers of the School of the Wolf — during their golden age — frequently purchased much of their winter provisions in Vosgmark, where prices were significantly cheaper than in Kaedwen.

Industry

Industry in Vosgmark, much like in the rest of the North, is largely controlled by mages. However, there is a notable difference: rather than dominating nearly all production, they control roughly sixty percent of it, while the remaining forty percent is managed by the state and various private investors. This balance was established deliberately in order to moderate the social influence and power traditionally held by the magical establishment.

Monsters

The monsters of Vosgmark are a mixture of monsters commonly found across the North, unique local species, and several originating from the Far North. Aside from [specters](#) and elementals, [draconids](#) of many kinds are particularly abundant, including the occasional white dragon. Other notable monsters include the shaggy variants of chorts and fiends, [arch-succubi](#) and arch-incubi, dragers — distant relatives of drowners — as well as so-called “*land drowners*,” hanged men, the pseudo-dryads known as [skogsrens](#), [amaroks](#), tariasukits, kallikantos, valravens, yulecats, among many others.

Non-humans

The majority of the non-human population of the kingdom is, for historical reasons, elven — primarily Aen Ghele and latter Aen Seidhe — followed by dwarven and gnomish communities, largely tied to the nation’s economic activity. Lastly come the bobolaks and halflings: the former, despite facing discrimination, have historically endured it to a lesser degree than in other parts of the North due to the kingdom’s long-standing poverty, which was the main reason why they emigrated in the first place from other parts of the North with the exception of Mahakam, while the latter were drawn to Vosgmark by tax exemptions granted to those willing to cultivate the country’s harsh and

demanding lands.

Notable Vosgmartians

For the full list of known Vosgmartians, see Category:Vosgmartians.

Aristocracy

- Jagen Vosgor
- Melvin Vosgor
- Nieninquion of House Ercassener (naturalized posthumously)
- Vosgor Cres Kestheryt-Trenossog
- Zarnallat Vosgor

Blacksmiths

- Tore of Thorpe
- Tyra of Jorvik

Explorers

- Buyvid Backhuysen (naturalized)
- Eloward Gartnait
- Kirbyjon Loj

Inkeepers

- Sture
- Viveka

Mercenaries

- Invgar "The Black One"

Mining Foremans

- Shromnomneb Falrar

Soldiers

- Gittan

Witchers

- Elgar
- Frank
- Gweld
- Hemminks

Witcher Candidates

- Voltehre

Notable Locations

For the full list of known locations in Vosgmark, see Category:Locations of Vosgmark.

Academies

- Nysa (magical academy)

Bodies of Water

- Sea of the Lost (small salt lake)

Cities

- An Aine (capital)
- Jorvik
- Yr Aduniad

Towns

- Bergen
- Danelaw

Villages

- Thorpe

- Trondheim

Mines

- Flam
- Scunthorpe
- Grimethorpe

Mountains

- Humbria

Trivia

- Name "*Vosgmark*" has been coined by **SMiki55** as an analogy to "Lormark"; while the latter is a simplified form of "*Lower March*", the former is a simplified form of "*Vosgor March*".



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